

MATTEL ELECTRONICS®

HOCKEY

INSTRUCTIONS

**(FOR ONE
OR TWO
PLAYERS!)**



**You're flying down the ice, skates flashing,
cradling the puck! The crowd thunders, the
defense barrels in—you SHOOT, you SCORE!
It's the fastest sport on earth!**

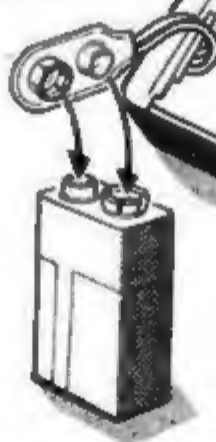
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HOW TO PUT IN THE BATTERIES

TURN ELECTRONIC HOCKEY
GAME OVER, FACE DOWN.
REMOVE BATTERY DOOR.

PRESS AND
SLIDE TO
REMOVE.

ATTACH ONE 9-VOLT
ALKALINE BATTERY TO
CONNECTOR. REPLACE
BATTERY DOOR.
(BATTERY NOT
INCLUDED)



You may use a 9-volt alkaline battery, or a **Mattel Electronics®** adaptor, if your game is equipped for an adaptor. (Each sold separately)

IMPORTANT • IMPORTANT • IMPORTANT:
If display lights on game grow dim, replace battery.

OBJECT OF THE GAME (for one or two players):

NOTE: Whether you play alone or against another player, **THE DEFENSE IS ALWAYS THE COMPUTER!** (3 Defensemen and 1 Goalie)
With two players, you and your opponent take turns controlling the **OFFENSE**. One player is the Home Team, the other, the Visitors.

- **One player against the computer:**

The object is to score the greatest number of goals before the clock runs out. You play **OFFENSE FOR BOTH HOME TEAM & VISITORS**. Computer always defends.

- **Two players against each other:**

The object is to out-score your opponent. You maneuver the **OFFENSE** (bright light) through the computer-controlled **DEFENSE** (dimmer lights). You take your shots and try to avoid penalties that turn the game over to your opponent and cause computer Defense to play for you short-handed.

PLAYER #1--HOME TEAM--starts out of lower left corner.

PLAYER #2--VISITORS TEAM--starts out of lower right corner.

Game is played in 3 simulated 20-minute periods. A short siren signals the end of each period.

BEFORE YOU PLAY . . . select your speed.

Pro 1--weak ankles,
neighborhood pond (slow)

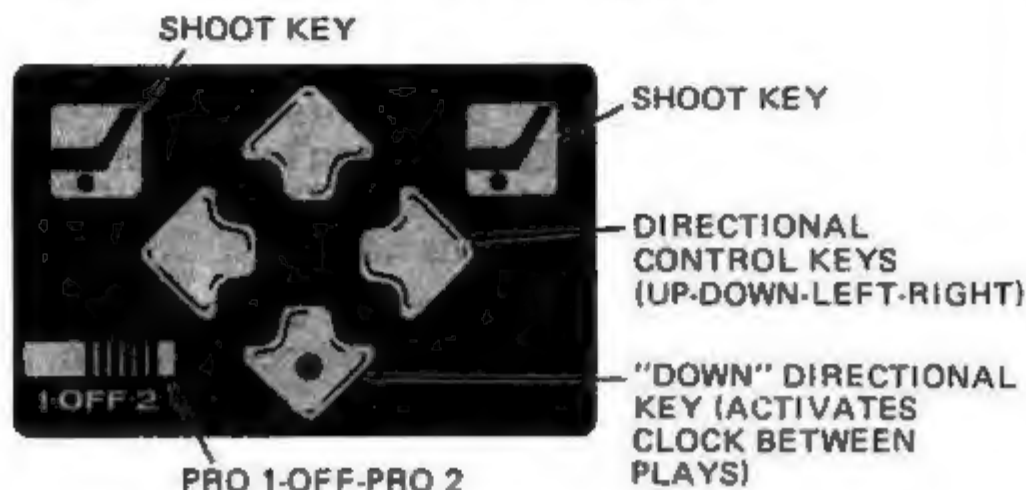


Pro 2--all-star
(look out!)

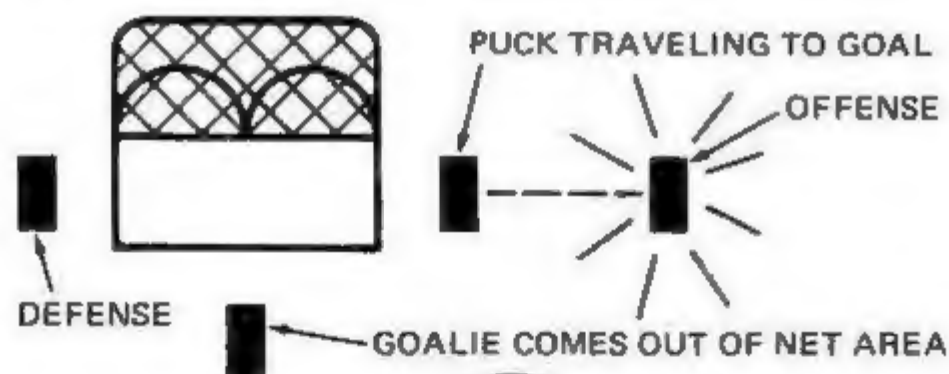
1-OFF-2



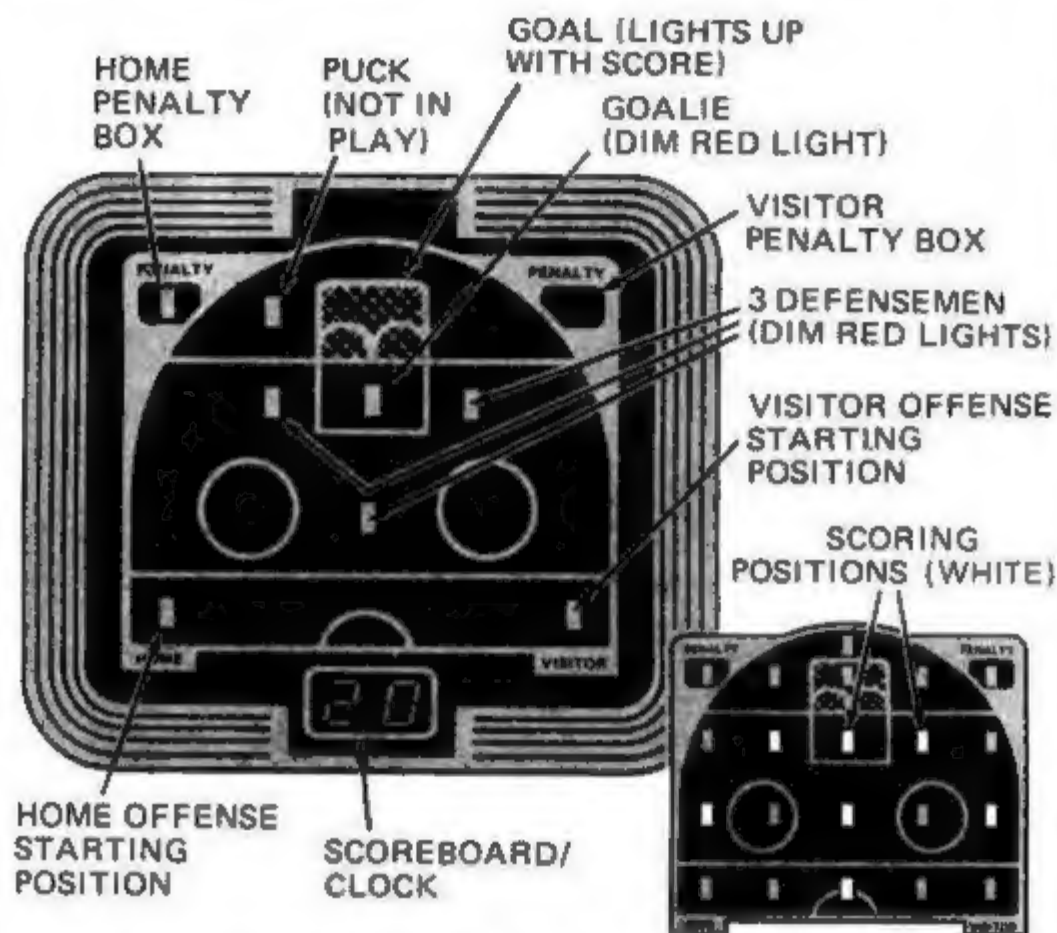
EXAMINE YOUR CONTROLS



- PRO 1-OFF-PRO 2 turns game on, selects speed. DO NOT CHANGE SPEED WHILE GAME IS IN PROGRESS. This will end your present game and start a new game.
- DIRECTIONAL KEYS "skate" the Offense one position in any of the four directions indicated by the arrows. CONTROLS DO NOT ALLOW FOR DIAGONAL MOVEMENT.
- SHOOT KEYS release the puck from the Offense. Puck becomes a STEADY RED LIGHT traveling toward the goal. Offense becomes a BLINKING RED LIGHT as long as the puck is loose. SHOOT KEYS HAVE IDENTICAL FUNCTIONS.

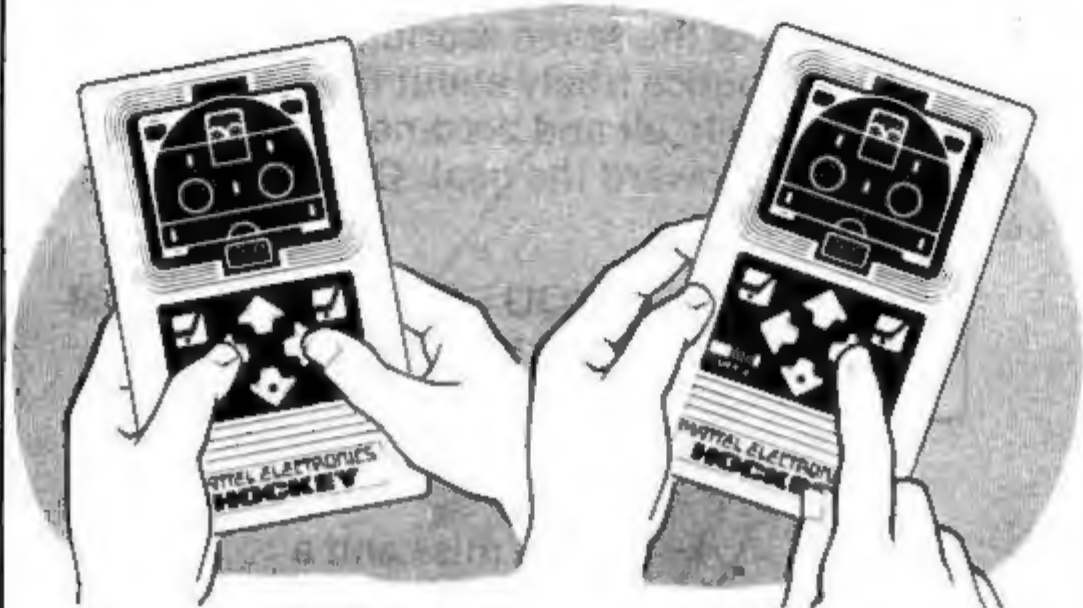


TURN GAME ON AND INSPECT THE "ICE"



- There are 18 positions on the rink. Your Offense may occupy any position not already occupied by your opponent's Defense. You can score **ONLY** from one of seven scoring positions in front of the net.
- **GOALIE CAN and DOES** leave the net. **GOALIE** can also steal the puck.
- **LIGHT IN PENALTY BOX** indicates Defenseman in box.
- **SCOREBOARD/CLOCK** shows, in order: Home score-Visitor score-time remaining in period. To activate between plays, press the **DOWN DIRECTIONAL KEY** on the control panel.

HOW TO OPERATE THE CONTROLS



- Two-Handed Method
- One-Handed Method
- Or choose the method that is fastest for you.

HOW TO PLAY THE GAME

FACE-OFF. Eyeball-to-eyeball with your opponent. Who will get the puck for that all-important first shot? At the beginning of the 1st period, the face-off goes to the VISITOR team. The BRIGHT RED OFFENSE LIGHT appears in the Visitor starting position, lower right corner. 2nd and 3rd period face-offs will be determined by the computer.

MANEUVERING THE OFFENSE. You've got the puck! The Defense is on the move. Use the directional keys to "skate" to any UNOCCUPIED position on the ice, including positions behind the net. Move quickly! There are FOUR DEFENSE LIGHTS to your ONE OFFENSE LIGHT.

SCORING. You spot an opening in the Defense. **PRESS EITHER OF THE SHOOT KEYS!** (You must be in one of the seven scoring positions or the puck will bounce freely about the ice.) The puck will detach itself and become a traveling red light, speeding toward the goal. One of two things can happen now:



- **YOU SCORE!** The red goal light is triggered. **FOUR SIRENS** sound. You rack up one point. The clock stops.



- You miss and a Defenseman checks the shot (**ONE BEEP**). The puck is loose and can be recaptured by you **OR THE DEFENSE**. **GO AFTER IT!!**

POSSESSION OF THE PUCK. Once you gain possession of the puck, you keep it until a **TURNOVER** gives possession to your opponent. When this occurs, play stops and your opponent's Offense automatically appears in his starting position. The computer takes over control of your 3 Defensemen and Goalie. Your opponent takes over the game and uses the Directional Keys to move his Offense. The following plays cause a turnover:

- **SCORE.** The puck automatically turns over after every score.
- **STEAL.** You "skate" too close to a Defenseman. He checks you and steals the puck (**ONE WHISTLE**). The clock stops. Turn over.

● **INTERCEPTION.** You miss a shot. The puck is deflected by the Goalie and picked up by a Defenseman, turn over (**ONE WHISTLE**). **OR**, a Defenseman pokechecks the puck (knocks it loose with his stick —**DOUBLE-BEEP**) and another Defender picks it off (**ONE WHISTLE**). The clock stops and your opponent has the puck.

● **PENALTY.** A penalty (**TWO WHISTLES**) automatically turns the game over to your opponent.



PENALTIES. If you attempt to move into an already occupied position, you "**BUMP**" the Defenseman in that space (**HIGH PITCHED BEEP**). You are allowed **ONE FREE BUMP** during any one possession of the puck. On the second bump, you incur a penalty (**TWO WHISTLES**). One of the Defensemen is sent to

the penalty box and the puck goes over to your opponent. Defenseman remains in the box for 2 (simulated) minutes or until your opponent turns over the puck--whichever comes first.

REMEMBER: With a Defenseman in the penalty box, computer defends for you **SHORT-HANDED**, with only 3 men guarding the net.

END OF GAME. At the end of the game, a series of short sirens will sound and the clock will stop.

DEVELOPING YOUR STRATEGY



GET IN CLOSE TO SHOOT. Sneak around behind the net and go for the short snapshot, from positions directly in front, left, or right of the net. Long slapshots are easily checked or intercepted.



DRAW THE DEFENSE AWAY FROM THE GOAL. Make small, tight movements away from the goal. Force your opponent to follow you and "forecheck." Remember, the Goalie can leave the net. Once the goal is undefended, break left or right and **SHOOT!**



KEEP MOVING. The longer you stand still, the better your chances of losing the puck.



TRAPPED AGAINST THE BOARDS—DON'T MOVE. A bump means a penalty. **WAIT OR SHOOT.** The Defense will pokecheck, steal, or intercept the puck. If he pokechecks, wait for an opening, then **GO AFTER THE PUCK!**



TAKE ADVANTAGE OF YOUR OPPONENT'S PENALTY. With one less Defender, you have a chance for a **POWER PLAY SCORE**. Keep moving until you find an opening close to the goal. **SHOOT!** (You have only 2 simulated minutes to complete this play.)

TAKING CARE OF YOUR GAME

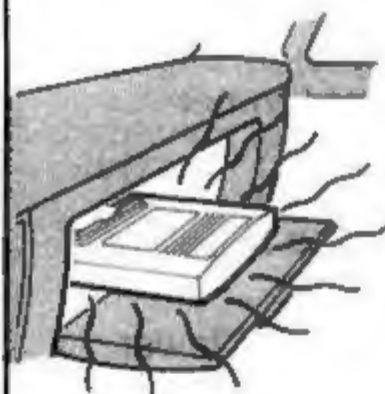


- Your Electronic Hockey Game is a computer. Treat it like one.

- Don't drop it.

- Don't leave it where it can get too hot (glove compartment of car, near heater, etc.)

- Don't get it wet or dirty.



90 DAY LIMITED WARRANTY

Mattel Electronics® warrants to the original consumer purchaser of any of its hand-held electronic games that the product will be free of defects in material or workmanship for 90 days from the date of purchase.

During this 90-day warranty period, the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date-of-purchase or when returned prepaid and insured, with proof of the date-of-purchase, to Mattel Electronics Repair Center, 5150 Rosecrans Avenue, Hawthorne, California 90250.

90-DAY LIMITED WARRANTY (Continued)

Units returned without proof of the date-of-purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at out option) for a service charge of \$10.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage prepaid and insured to MATTEL ELECTRONICS REPAIR CENTER.

MATTEL ELECTRONICS WILL NOT BE LIABLE FOR LOSS OF USE OF THE PRODUCT OR OTHER INCIDENTAL OR CONSEQUENTIAL COSTS, EXPENSES OR DAMAGES INCURRED BY THE PURCHASER. ANY IMPLIED WARRANTIES ARE LIMITED IN DURATION TO THE 90-DAY PERIOD FROM THE ORIGINAL DATE OF PURCHASE.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, neglect, improper service or other causes not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM THE MATTEL ELECTRONICS® REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD

During the 90-Day Warranty Period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during this 90-Day Warranty Period, you choose to obtain repair or replacement service from the Mattel Electronics Repair Center, please make the arrangements described below.

1. Pack the game carefully in the original game box. If the game box is not available, use a good carton with plenty of newspaper or other padding all around and tie it securely.
2. Carefully print on the box or carton the following name and address: MATTEL ELECTRONICS REPAIR CENTER, 5150 ROSECRANS AVENUE, HAWTHORNE, CALIFORNIA 90250. Also, don't forget to show your return address.
3. Put parcel post stamps on the package; insure the package; then mail. After the 90-Day Warranty Period and up to one year from the date of purchase, do all the above plus enclosing your check or money order for \$10.00 as payment for the repair service.



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